NORDPLUS JUNIOR PROJECT
„INSPIRED BY STEAM – QUESTION LIKE A SCIENTIST, DESIGN LIKE A TECHNOLOGIST, CREATE LIKE AN ARTIST!"

Activity "The magical world of 3D and electronics"

The purpose of the activity

Encourage students to be interested in research activities, 3D technologies, improve thinking skills, problem solutions.

Benefits for students

During the activity, creativity, community spirit, leadership, spatial imagination skills are developed.

The result

The students practically tested the magic of 3D glasses, made steam key chains, got acquainted with the tricks of electronics, connected electrical circuits in teams.

STEAM
Science Technology Engineering Arts Mathematics

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LEGO Mindstorms robotics and STEAM

The purpose of the activity

Introduce children to robotics (mechanics and programming), develop communication skills and encourage students' creativity and independence.

Benefits for students

During the activity, the skills of creativity, cooperation, team building, leadership, and spatial imagination are developed.

The result

Students got to know the history of LEGO in a visual and innovative way, learned interesting facts about LEGO, created and programmed a working carousel with LEGO Mindstorm sets.

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Ice cream making education

The purpose of the activity

After getting acquainted with the process of making ice cream, ice cream recipes, you can make different flavors of ice cream.

Benefits for students

During the activity, the skills of creativity, cooperation, team building, leadership are developed.

The result

Students made their favorite flavors of ice cream and shared and tasted them, sharing with their friends.

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Creating a unique souvenir

The purpose of the activity

Create a souvenir using modeling clay.

Benefits for students

During the activity, the skills of creativity, cooperation, team building, leadership are developed.

The result

Students created a unique STEAM souvenir using clay and decorating tools.

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Steam education ITC "City of the Future"

The purpose of the activity

After getting acquainted with the goals of sustainable development, a sustainable and innovative STEAm city of the future was created according to the specified criteria - cities had to be environmentally friendly, with renewable energy sources and bring joy to their residents.

Benefits for students

STEAM activities encouraged creative and critical thinking and became active creators of a sustainable future, formed teamwork skills and promoted leadership.

The result

At the end of the creative process, the teams presented their created cities in detail and answered the questions posed by the commission and the audience. The commission chose the most sustainable city that best meets the evaluation criteria. The winners were awarded.

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Steam education "VEX IQ TECH"

The purpose of the activity

The purpose of the activity is to introduce students to robotics, engineering, and problem-solving through hands-on building and programming using VEX IQ robotics kits. In this activity, students will design, construct, and program a spinner (rotating device) and its launcher (projectile propulsion mechanism) using VEX parts.

Benefits for students

STEAM activity provides students with an enriching learning experience that fosters skills, knowledge, and attitudes applicable to STEM and beyond.

The result

In essence, the result of the activity is a combination of a physical system (the spinner and launcher), the knowledge and skills gained during the process, and the personal growth and excitement that come from hands-on engagement with robotics and engineering concepts.

Science Technology Engineering Arts Mathematics

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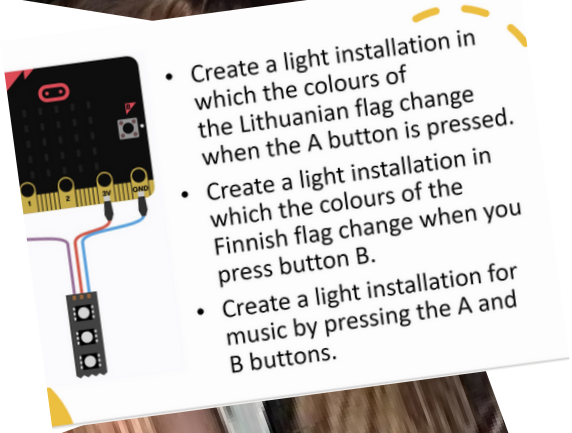
Micro:bit activity "Micro:bit TECH"

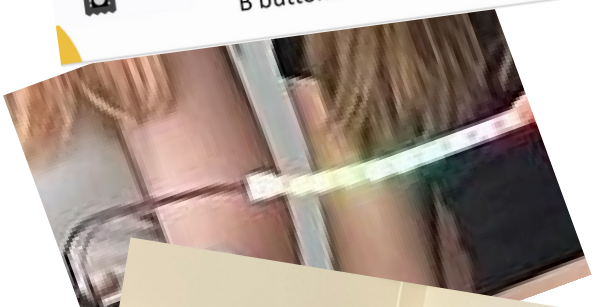
The purpose of the activity

Purpose is to introduce students to more advanced programming concepts and electronics using the micro:bit microcontroller and NeoPixels (addressable RGB LEDs). This activity goes beyond the basic LED grid animations and dives into controlling external components.



Benefits for students

The activity "Programming NeoPixels with micro:bit and MakeCode" not only teaches technical skills but also nurtures creativity, critical thinking, teamwork, and self-confidence.



The result

Ultimately, the result of the activity is not just the final light display itself, but the skills, experiences, and personal growth that students gain throughout the process. It showcases their ability to combine programming, electronics, and creativity to bring an idea to life in the form of an interactive light show.

STEAM: Science, Technology, Engineering, Arts, Mathematics

Making a souvenir

The purpose of the activity

to create a unique modeling clay for your souvenir.
Developing creativity and artistic flair while creating a souvenir.

The result

Expressive, created souvenirs that reflect the individuality and artistic flair of the students.

STEAM
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Education "Scouts for everyone" in the Botanical garden of Siauliai Academy of Vilnius University

The purpose of the activity

To learn how to use household items during a hike or picnic.
Practice fire-making techniques.

The result

A bonfire was made, sausages were cooked, and fried marshmallows were enjoyed.

Interactive education in the Transformation Hall of the Museum of Energy and Technology

Goal

Get to know energy production - solar, wind, water and nuclear energy.
Practically test how the generator works and learn about such energy production methods as triboelectricity and piezoelectricity, watch the demonstration of the small and two large Teslas - playing with lightning.

The result

Practical testing of exhibits - instruments.